

WHAT IS CLAIMED IS:

1. A game system in which two game spaces are separately displayed on first display means and second display means,
5 comprising:

first display control means which causes a first game space to be displayed on the first display means; and

second display control means which causes a second game space, which is different from the first game space, to be displayed

10 on the second display means, wherein

based on a virtual positional relationship between the first game space and the second game space, the second display control means causes a related image of an object located in the first game space to be displayed on the second display means.

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2. The game system according to claim 1, wherein

the first display control means causes only the first

game space to be displayed on the first display means, and

the second display control means causes only the second

20 game space to be displayed on the second display means.

3. The game system according to claim 1, wherein

the object is a player character operated by a player.

25 4. The game system according to claim 1, wherein

the object is a moving object.

5. The game system according to claim 1, further comprising:

5 judging means which judges whether predetermined conditions are satisfied; and

moving means which moves, when the determining means determines that the predetermined conditions are satisfied, a player character between the first game space and the second game
10 space; and

determining means which determines which one of the first game space and the second game space the player character is located, wherein

15 when the determining means determines that the player character is located in the first game space, the first display control means causes the player character to be displayed on the first display means, and

when the determining means determines that the player character is located in the second game space, the second display
20 control means causes the player character to be displayed on the second display means.

6. The game system according to claim 1, wherein the second display control means causes a related image
25 of an object which is located in the first game space but is not

located in the second game space to be displayed on the second display means.

7. The game system according to claim 1, wherein
5 the first display control means includes a first storage section for storing data used for displaying the first game space,
the second display control means includes a second storage section for storing data used for displaying the second game space,

10 the first storage section stores object data for displaying an object which is located in the first game space but is not located in the second game space,

the second storage section stores related image display data for displaying a related image of the object which is located
15 in the first game space but is not located in the second game space,
based on the related image display data, the second display control means causes the related image of the object which is located in the first game space but is not located in the second game space to be displayed on the second display means.

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8. The game system according to claim 1, wherein
the related image is an image representing a shadow of the object.

25 9. The game system according to claim 1, wherein

the second game space is a two-dimensional game space,
the second display control means includes a shadow image
storage section for storing a shadow image of the object located
in the first game space, and based on a position in the first game
5 space of the object located in the first game space and the virtual
positional relationship, the second display control means causes
the shadow image to be displayed at a position on which the object
located in the first game space casts a shadow in the second game
space.

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10. The game system according to claim 1, wherein
the second game space is a three-dimensional game space,
based on a position in the first game space of the object
located in the first game space and the virtual positional
15 relationship, the second display control means causes the object
located in the first game space to be virtually placed in the second
game space, and based on the placed object, causes a shadow of
the object to be displayed.

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11. The game system according to claim 1, wherein
the second game space is a three-dimensional game space,
the second display control means includes a shadow volume
storage section for storing a shadow volume of the object located
in the first game space, causes the shadow volume to be placed
25 in the second game space based on a position in the first game

space of the object located in the first game space and the virtual positional relationship, and causes a shadow of the object by using the placed shadow volume.

5 12. The game system according to claim 1, wherein
the second display control means changes a size of the related image in accordance with a virtual relative positional relationship between the object located in the first game space and the second game space.

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13. The game system according to claim 1, further comprising:

a first game machine for generating image data representing the first game space and outputting the image data
15 to the first display means; and

a second game machine for generating image data representing the second game space and outputting the image data to the second display means.

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14. The game system according to claim 13, wherein
the second game machine obtains a position in the first game space of the object located in the first game space from the first game machine and, based on the obtained position, causes the related image to be displayed on the second display means.

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15. The game system according to claim 13, wherein
the second game machine includes predicting means which
predicts a position in the first game space of the object located
in the first game space and, based on the predicted position, causes
5 the related image to be displayed on the second display means.

16. The game system according to claim 15, wherein
the second game machine stores a motion pattern of the
object located in the first game space, and
10 based on the motion pattern, the predicting means
predicts a position in the first game space of the object.

17. The game system according to claim 13, wherein
the second game machine stores in advance a position
15 of a fixed object fixedly located in the first game space and,
based on the position, causes the related image of the fixed object
to be displayed.

18. The game system according to claim 13, wherein
20 the second game is a portable game machine including
the second display means.

19. A recording medium having stored therein a game
program for causing a computer to function as the first display
25 control means and the second display control means according to

claim 1.